AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions, and listings, of claims in the application:

LISTING OF CLAIMS:

1. (Currently Amended) A sampling pattern covering an array of pixels for use in an anti-aliasing system, where each pixel has a pattern of sample points at one or more than one mirror plane within the array of pixels, ~~characterized in that~~ wherein the sample point pattern of each pixel is a mirror image and different from the pattern of a directly neighboring pixel.

2. (Original) The sampling pattern according to claim 1, wherein the mirror planes are located on the edges of the pixel.

3. (Currently Amended) The sampling pattern according to claim 1 ~~or 2~~, wherein the pattern has one sample point per pixel mirror plane.

4. (Currently Amended) The sampling pattern according to claim 1 ~~to 3~~, wherein the (x, y) coordinates of the sample points for a pixel are related according to (0, a), (a, 1), (b, 0), and (1, b).

5. (Currently Amended) The sampling pattern according to claim 1 ~~to 3~~, wherein the (x, y) coordinates of the sample points for a pixel are related according to (0, b), (a, 0), (b, 1), and (1, a).

6. (Currently Amended) The sampling pattern according to ~~claims 4 or 5~~ claim 4, wherein the sum "a+b" is in the range 0, 5 - 1, 5.

7.   (Currently Amended) The sampling pattern according to ~~claims 4-6~~ claim 4, wherein a = 1/3 and b = 2/3.

8.   (Currently Amended) The use of a sampling pattern according to ~~any of claims 1-7~~ claim 1 in a pixel anti-aliasing system.

9.   (Original) The use of a sampling pattern according to claim 8 for processing a still image.

10.   (Original) The use of a sampling pattern according to claim 8 for processing a video sequence.

11.   (Currently Amended) A method for creating a sampling pattern covering an array of pixels for use in an anti-aliasing system, where each pixel has a pattern of sample points at the edges of the pixel, ~~characterized by~~ and defining the sample point pattern of each pixel so that it is a mirror image and different from the pattern of a directly neighboring pixel.

12.   (Original) The method according to claim 11, wherein the pattern has one sample point per pixel edge.

13.   (Currently Amended) The method according to claim 11 ~~or 12~~, wherein the (x, y) coordinates of the sample points for a pixel are related according to (0, a), (a, 1), (b, 0), and (1, b).

14.   (Currently Amended) The method according to claim 11 ~~or 12~~, wherein the (x, y) coordinates of the sample points for a pixel are related according to (0, b), (a, 0), (b, 1), and (1, a).

15.   (Currently Amended) The method according to ~~claims 13 or 14~~ claim 13, wherein the sum "a+b" is in the range 0, 5 - 1, 5.

16.   (Currently Amended) The method according to ~~claims 13 to 15~~ claim 13, wherein a = 1/3 and b = 2/3.

17.   (Currently Amended) An ~~anti-aliased~~ anti-aliased image created by ~~processing an image according to any of the steps 11-16~~ a sampling pattern covering an array of pixels for use in an anti-aliasing system, where each pixel has a pattern of sample points at the edges of the pixel, and defining the sample point pattern of each pixel so that it is a mirror image and different from the pattern of a directly neighboring pixel.

18.   (Currently Amended) An anti-aliasing system comprising a GPU, wherein the GPU is adapted to define a pattern of sample points at the edges of a pixel, ~~characterized in that~~ wherein the GPU is adapted to define the sample point pattern of each pixel so that it is a mirror image and different from the pattern of a directly neighboring pixel.

19.   (Original) The system according to claim 18, wherein the GPU is implemented in hardware.

20.   (Original) The system according to claim 18, wherein the GPU is implemented in software.

21.   (Currently Amended) The system according to ~~claims 18 to 20~~ claim 18, wherein the (x, y) coordinates of the sample points for a pixel are related according to (0, a), (a, 1), (b, 0), and (1, b).

22.   (Currently Amended) The system according to ~~claims 18 to 20~~ claim 18, wherein the (x, y) coordinates of the sample points for a pixel are related according to (0, b), (a, 0), (b, 1), and (1, a).

23.   (Currently Amended) The system according to ~~claims 21 or 22~~ <u>claim 21</u>, wherein the sum "a+b" is in the range 0, 5 - 1, 5.

24.   (Currently Amended) The system according to ~~claims 21 to 23~~ <u>claim 21</u>, wherein a = 1/3 and b = 2/3.

25.   (Original) A computer program product directly loadable into an internal memory associated with a CPU, said CPU being operatively coupled to a GPU for defining a pattern of sample points at the edges of a pixel, comprising program code for defining the sample point pattern of each pixel so that it is a mirror image and different from the pattern of a directly neighboring pixel.

26.   (Original) A computer program product as defined in claim 22, embodied on a computer-readable medium.